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- Spiky Harold

Amstrad
- Short's Fuse
- Seabase Delta
- Spiky Harold
- Thrust (available Summer 1986)
- Harvey Headbanger
- Star Firebirds

CBM 16
- Runner
- Shark
- Booty
- Spiky Harold (available Summer 1986)

Spectrum 48K/+
- Booty
- Short's Fuse
- Cylu
- Spiky Harold
- Seabase Delta
- The Wild Bunch
- Helichopper
- Spike
- Ninja Master
- Star Firebirds
- Buccaneer
- Gyron Arena
- Rebelstar
- Thrust (available Summer 1986)

Atari 800/ 800XL/130XE
- Thrust (available (Summer 1986)
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- Ninja Master (available Autumn 1986)

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COLLAPSE

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THE GAME

In each screen, you will be presented with a pattern of grey sticks and bridges. The idea is to help Zen to paint all the sticks blue – then, using Zen's magic to set a ROTIX into action make all the sticks collapse on top of one another.

Once all the sticks have been cleared you will move onto a new screen. There are two aliens present in each screen which, if they touch you, will drain 100 units of time from the clock. If your time runs out, you will lose one of your three lives.

LOADING

COMMODORE 64 OWNERS.

1 After connecting your tape unit to your Commodore 64 according to the User Manual, place the rewound cassette into the tape unit. Press SHIFT and RUN STOP simultaneously on your Commodore 64, and press PLAY on the tape unit.

COMMODORE 128 OWNERS.

1 Switch on your Commodore 128, and type GO 64, and press RETURN. Press Y and RETURN. Now follow the instructions for Commodore 64 owners, given above.

PLAYING THE GAME

COLLAPSE can be played with a joystick inserted into port 2 of your Commodore 64/128.

Although the controls are quite complex, they are easily mastered with a little practice.

There are basically two modes of control – when Zen has magic, and when Zen does not have magic.

1 CONTROLS WITHOUT MAGIC (ZEN is Yellow)

The joystick will move Zen in the required direction. If he passes over a grey stick, it will become blue. If you press the fire button, Zen will activate his magic.

2 CONTROLS WITH MAGIC (ZEN is Red)

JOYSTICK LEFT MOVE LEFT
JOYSTICK RIGHT MOVE RIGHT
JOYSTICK FORWARD STOP MAGIC
JOYSTICK BACK SPRINKLE MAGIC DUST

If the fire button is depressed when Zen has magic, a bridge can be built in the required direction, or if a blue stick exists in that direction, a ROTIX will be set in motion.

The magic dust will temporarily freeze the aliens if they touch the dust, and can be captured for extra points.

Extra bonus points can be obtained if the entire matrix collapses in one go. This is possible on all 96 screens.

Flashing diamonds will occasionally appear which can be captured for extra time.

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